

1       **In the Claims**

2       Claims 1, 4, 7, 10, 11, 17, 18, 19, 22, 23, 24, 26, 31 and 32 are amended.

3       Claims 1-34 remain in the application for consideration and are listed as  
4 follows:

5  
6       1.       (Currently Amended) A system comprising:  
7       a plurality of sources; and  
8       an interface, selectively coupled to the plurality of sources, to generate and  
9 implement a development project of processing chains at least one chain of which  
10 comprises multiple filters, wherein the interface loads a processing chain for each  
11 of the plurality of media sources at a point during the execution of the project  
12 when the chain is required, and wherein the interface is configured to unload at  
13 least a subset of the chains when they are not required.

14  
15       2.       (Original) A system according to claim 1, wherein the interface is a  
16 render engine, exposed to a media processing system implemented on a computing  
17 system.

18  
19       3.       (Original) A system according to claim 1, further comprising an  
20 application program, coupled to the interface, to enable a user to define a media  
21 processing project.

1           4.     (Currently Amended) A system according to claim 1, wherein the  
2 interface only loads those processing chains required during the next M seconds of  
3 project execution and, if the currently loaded chain-count does not exceed a  
4 threshold, T, where M and T are greater than 0.

5  
6           5.     (Original) A system according to claim 4, wherein M is less than a  
7 time required to load a processing chain.

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9           6.     (Original) A system according to claim 4, wherein if the currently  
10 loaded chain-count has reached a threshold, T, the interface identifies one or more  
11 currently loaded chains that can be unloaded.

12  
13          7.     (Currently Amended) A system according to claim 6, wherein the  
14 interface identifies one or more currently loaded chains that will not be used  
15 during the next N seconds to unload, where N is greater than 0.

16  
17          8.     (Original) A system according to claim 7, wherein M is less than N.

18  
19          9.     (Original) A system according to claim 7, wherein the interface  
20 determines whether the identified one or more chains will be required during  
21 subsequent execution of the project, or in a future project and, if so, caches the  
22 identified chain(s).

1           10.   (Currently Amended) A system according to claim 7, wherein the  
2 interface determines whether unloading of the identified one or more chains  
3 reduces the chain-count below a maximum allowable threshold, V, and, if so,  
4 loads the chains required in the next M seconds, wherein V is greater than 0.

5  
6           11.   (Currently Amended) A system according to claim 9, whereupon  
7 determining that the chain-count is not below V, the interface identifies one or  
8 more lowest priority chains and unloads the identified chain(s), wherein V is  
9 greater than 0.

10  
11           12.   (Original) A system according to claim 10, wherein the interface  
12 removes the identified chains from the active project and caches the removed  
13 chains.

14  
15           13.   (Original) A system according to claim 10, wherein the interface  
16 loads the chains required during the next M seconds.

17  
18           14.   (Original) A system according to claim 6, wherein the interface  
19 unloads a chain when all matrix switch filter(s) of the filter graph provide an  
20 indication that the chain is no longer required.

21  
22           15.   (Original) A system according to claim 4, wherein T is set to one (1).  
23  
24  
25

1           16.   (Original) A system according to claim 15, whereby setting T equal  
2 to one (1), the interface will be required to search for and potentially unload chains  
3 which are not required to support execution of the project for the next N seconds.  
4

5           17.   (Currently Amended) A computer-implemented method for  
6 generating and managing a development project, the method comprising:

7           identifying processing chains required to support execution of the  
8 development project over the next M seconds; and

9           loading the identified processing chains as long as a currently loaded chain-  
10 count does not exceed an initial threshold, T, wherein T and M are greater than 0.  
11

12           18.   (Currently Amended) A method according to claim 17, further  
13 comprising:

14           identifying currently loaded chains that will not be used during the next N  
15 seconds, wherein N is greater than 0; and

16           removing the identified chains from the development project.  
17

18           19.   (Currently Amended) A method according to claim 18, further  
19 comprising:

20           determining whether the chain-count has dropped below a maximum  
21 allowable chain-count, V, after removing the identified chains from the  
22 development project, wherein V is greater than 0;

23           identifying one or more low priority chains and removing them from the  
24 development project; and  
25

1 loading the chains required in the next M seconds.

2  
3 20. (Original) A method according to claim 18, wherein removing the  
4 identified chains comprises:

5 determining whether the identified chains will be required during  
6 subsequent execution of the development project or future development projects;  
7 and

8 caching the identified chains if they will be used during subsequent  
9 execution of the development project and/or future projects.

10  
11 21. (Original) A method according to claim 17, wherein T is set to one  
12 (1) such that an implementing media processing system always attempts to unload  
13 unused chains prior to loading chains.

1           22. (Currently Amended) A computer-implemented method for  
2 managing a media processing project, the method comprising:

3           identifying each of a plurality of sources required to satisfy the media  
4 processing project;

5           determining when one or more chain(s) associated with each of the  
6 plurality of sources is required to support execution of the media processing  
7 project; and

8           selectively loading and unloading each of the chains during execution of  
9 the filter graph based, at least in part, on when each of the chains are required to  
10 support execution of the media processing project, at least some selectively loaded  
11 and unloaded chains comprising multiple filters.

12  
13           23. (Currently Amended) A method according to claim 22, wherein  
14 loading and unloading chains comprises:

15           identifying which processing chain(s) will be required within the next M  
16 seconds of project execution; and

17           loading the identified processing chain(s) if a currently loaded chain-count  
18 does not exceed a threshold, T, wherein M and T are greater than 0.

1           24. (Currently Amended) A method according to claim 23, further  
2 comprising:

3           identifying one or more processing chains that will not be required in the  
4 next N seconds if the chain-count threshold T has been reached, wherein N is  
5 greater than 0; and

6           removing the identified one or more processing chains from the processing  
7 project.

8  
9           25. (Original) A method according to claim 24, wherein removing the  
10 identified one or ore processing chains comprises:

11           determining whether the identified processing chains will be required  
12 during subsequent execution of the media processing project, or a future  
13 processing project; and

14           caching at least a subset of the processing chains if they will be required  
15 during subsequent execution of the media processing project, or future processing  
16 project(s).

1           26.   (Currently Amended) A method according to claim 24, further  
2 comprising:

3           determining whether removing one or more of the identified processing  
4 chains reduces the chain-count below a maximum allowable threshold, V, wherein  
5 V is greater than 0; and

6           identifying one or more low priority processing chains to remove to reduce  
7 the chain-count below the maximum allowable threshold if it is determined that  
8 the chain-count exceeds the maximum allowable threshold V.

9  
10          27.   (Original) A method according to claim 26, wherein V is greater  
11 than T.

12  
13          28.   (Original) A method according to claim 23, wherein T is set to one  
14 (1).

15  
16          29.   (Original) A storage medium comprising a plurality of executable  
17 instructions which, when executed, implement a method according to claim 22.

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19          30.   (Original) A computing system comprising:  
20           a storage medium having stored therein a plurality of executable  
21 instructions; and  
22           an execution unit, coupled to the storage medium, to execute at least a  
23 subset of the plurality of executable instructions to implement a method according  
24 to claim 22.  
25



1           31. (Currently Amended) A storage medium comprising a plurality of  
2 executable instructions which, when executed, implements an interface to manage  
3 development and execution of a development project, wherein the interface  
4 identifies processing chains required to support execution of the development  
5 project over the next M seconds, and loads the identified processing chains as long  
6 as a currently loaded chain-count does not exceed an initial threshold, T, wherein  
7 M and T are greater than 0.

8  
9           32. (Currently Amended) A storage medium according to claim 31,  
10 wherein the interface identifies one or more processing chains that will not be  
11 required to support execution of the development project over the next N seconds,  
12 and removes such chains from the development project, wherein N is greater than  
13 0.

14  
15           33. (Original) A storage medium according to claim 32, wherein T is set  
16 equal to one (1) to force the interface to identify chains to unload before loading  
17 each chain required to support processing of the development project over the next  
18 M seconds.

19  
20           34. (Original) A storage medium according to claim 32, wherein the  
21 interface determines whether removed processing chains will be required in  
22 support of subsequent processing of the development project and/or a future  
23 development project and, if so, caches the removed processing chains for  
24 subsequent use.  
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